

**ABSTRACT OF THE DISCLOSURE**

A sound controller has a volume controller, which adjusts the output level of a sound processor unit, and a CPU, which sets the gains (or ON/OFF condition) of the volume controller responsive to a scene or situation in a video game, thereby enabling generation of sound that is responsive to individual scenes and situations in the video game, and enabling effective audible enactment for a user of various scenes and situations in the video game.

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